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JACG

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EDITORIAL

Be it the blahs, mid-summer doldrums, vacation fever, or whatever; it has certainly taken time for me to get around to working on this August issue. Nevertheless, here I am, hard at work the day before the printer gets the copy. As noted by our President, Tom Pazel, in his article...perhaps the apathy blues have hit many of us ATARIANS. To wit: membership, attendance, and participation.

At least, by dint of the fact of our financial investment into things ATARI, we mouth the need for continued support of manufacturers, developers, and dealers; and we decry any diminution of that. Well, in a microcosmic parallel, we can see the same thing in our user group. The JACG is only as good as the support that it gets. Sustaining membership (and thus receiving what I and many feel to be one of the best ATARI Newsletters produced on a monthly basis by ONE user group), attending and PARTICIPATING in meetings, supporting the Newsletter, supporting our advertisers - all of this essential to OUR JACG well-being.

For myself, I enjoy writing, I enjoy demo-ing at the meetings, I enjoy the meetings (haven't missed one since I joined the JACG) in and of themselves, and I enjoy supporting ATARI and ATARI related things. What I don't enjoy is a "I'm here, entertain me" philosophy; or, "I'm not here, never or hardly ever here, but give me as much as you can" philosophy. Every one of us has something to offer the group. Yes, everyone, from first-time attendee to died-in-the-wool specialist. The JACG is not simply a means to off-load your surplus ATARI goods, a supplier of a monthly Newsletter, an entertaining and informative meeting, a source of great PD software, a place to buy commercial products and the surplus of others...Yes, that may be what you see, but without interactivity and participation, it will wither. SUPPORT YOUR USER GROUP. SUPPORT THE JACG!.

D.B. Noyes

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MARK YOUR CALENDAR !!
JACG
Meeting Schedule
SEPTEMBER 12, 1987

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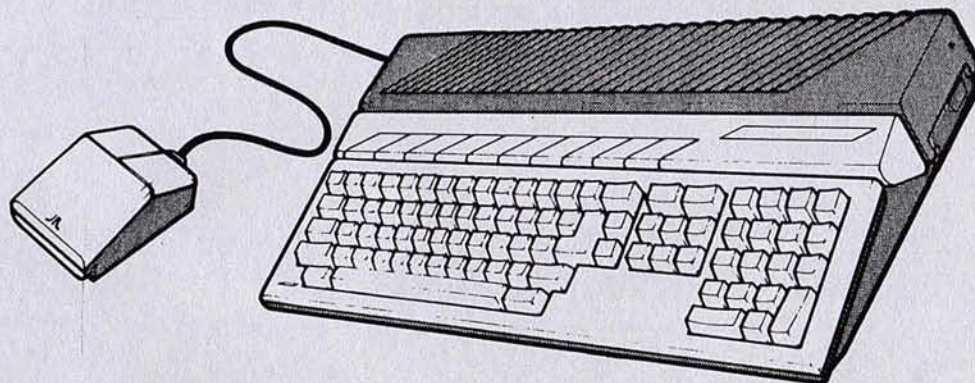
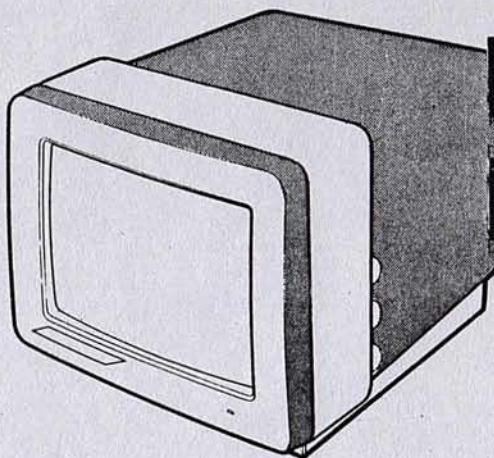
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YOUR ATARI CONNECTION

Doug Van Hook - JACS

With an overwhelming response to the disk library's program "DAISY DOTS", I thought we could review another utility program called "FONT MASTER." FONT MASTER will run on any 8-bit Atari with at least 48K.

Font Master was written in ACTION by Mike Fulton, of Cypress, California. In the documentation he does offer to provide continued support for the program and requests a small donation.

This superb program was designed to print out files, Atariwriter included, in any of 28 styles of font. It will also print all of the graphic characters. Another bonus is the ability to print SYNCALC Spreadsheets sideways using ANY of the available character sets. FONT MASTER provides 28 different Character Sets to choose from, and prints at either 960 dots per line, or at 1920 dots per line.

To use the program I simply (A)loaded it, (B)asked for a directory, (C)loaded the font called CURSIVE, and (D)printed the file called README.DOC. What could be easier than that?

The author claimed that the fonts could be used with other programs, so I immediately loaded TYPESETTER and successfully loaded all but one of the character sets to the screen. 27 out of 28 ain't bad!

One of the fonts, TRAIN.FNT, will replace selected characters in your text with tiny railroad vehicles. It is up to you to DECODE the missing characters by each word's use in the sentence. Dave Noyes should try printing a few articles this way.

Move over DAISY DOTS, I think we've got you now. Here are the menu selections for FONT MASTER;

- 1 - Print Text File
- 2 - Line Width (Characters per line)
- 3 - Load Character Set
- 4 - Change Character Set
- 5 - Top/Bottom Margins
- S - Sideways Syncalc Print
- D - Dots per line (Printer Resolution)
- P - Change Printer (Epson FX/Gemini)
- M - Disk Directory
- Q - Quit Program

Font Master is available for \$3.00 this month as our disk-of-the-month. To order by mail contact:

Bret Callegari
306 Division St. Floor 2
Boonton, NJ 07005

S N A P S H O T

S N A P S H O T

S N A P S H O T

M. Van Oost, Jr. - JACS

Now that I have your attention, I want to tell you about the greatest printer, picture dump program that I have ever come across. It was written by Richard Q. Fox for Joy Fox Productions. If you are in to collecting picture files, anything by Joy Fox is right up there on top of your collecting list. If you own an Okimate 10, Epson or Epson compatible printer (works super great with a Star Micronics SG-10 or NX-10), then this is the printer dump program for you.

SNAPSHOT has five main features:

- 1) 50 colors on the Okimate 10, and true grey scale on Epson and Epson compatibles.
- 2) Picture translation from one mode to another.
- 3) Change colors for printout purposes using joystick or touch tablet.
- 4) Print in normal or double density on Epson or Epson compatible printers (SG-10 & NX-10).
- 5) Some DOS file functions.

SNAPSHOT will load, translate and print pictures from Computereyes, Fun With Art, Graphics Master, Micro Illustrator, Micro Painter and Versawriter. It runs under Basic and the author states "...written in Assembly and glued together with BASIC."

You will like the easy to use menu, which gives you a choice of seven options. They are File Directory, Load, Save, Delete File, Change Color, Translate, and Printout. I particularly liked the menu overlay technique used, which I'll let you discover for yourself.

If you have Computereyes or collect Graphics 9 (16 shade) pictures, High contrast graphics 7.5 picture, Low contrast 7.5 pictures, Normal graphics 8 pictures, 4 shade or 8 shade graphics 8 pictures you will be amazed at the true screen to printer copy.

About the only other thing I can say in praise of SNAPSHOT is: What you see on the screen, is what you get on the paper. So what are you waiting for? Hurry out and buy a copy of SNAPSHOT!

For further information on this program, contact:

Joy Fox Productions
1364 Campbell St.
Orlando, FL 32806



FROM THE DESKTOP

by Linda Peckham
917A Preakness Avenue
Wayne, NJ 07470

Oops! My apologies to anyone who read last month's column, and then discovered that Charlie had not received the clip-art disk. I had intended to wait until the end of June to send them, so as to have as many files as possible. Unfortunately, between overtime and vacation, I forgot! I will make sure I get them out for this meeting. There may in fact be two disks -- one full of clip-art (all hi-res), and the other with clip-art, a new Times font, and several other files. All of it is downloaded from Genie and Compuserve. I've yet to start making any of my own clip-art, mostly because I am waiting for the scanner!

Fonts Overflowing

They're here!! Gemini had a disk of three fonts for sale from SoftLogik around the end of June, and then the Font Factory disks arrived! So now there are more fonts than can be loaded in at once. In fact, I can't even give you samples of all of them in one newsletter. But I'll give you what I have room for. Here goes

COURIER-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

CALIGRAPHY-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

AVANTGARDE-ABCDE
FGHKJLMNOPQRSTU
VWXYZabcdefghijklmnopqrstuvwxyz
0123456789!@#\$%
^&*()-_+~`";:/?

DEVOLLE-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

THAMES-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

SPOKANE-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

TIMES-ABCDEFGHIJK
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqrstuvwxyz
0123456789!@#\$%^&*()-
_+~`";:/?

All of the above fonts are printed at 12 points, and the text is 10-point Times. Note that Devoll has only the 'line' font, as opposed to the others which have both 'line' and 'filled' fonts. Most dot-matrix printer fonts come with these two versions. Why?

So that dot-matrix printers, which have markedly less resolution than any laser printer, can legibly print small print. Those of you who bought 1.00 of Publishing Partner may remember that the small print on the sample file was nearly illegible, when printed. That changed with 1.01. The text of last month's column was printed with the 'line' version of Columbia. The cut-off for switching from one type of font to the other is set at 13-points for most fonts. The text was printed at 9.

But, you say, that text wasn't as legible as it could have been (even allowing for the lousy job the printer did.) So, how to correct that? By

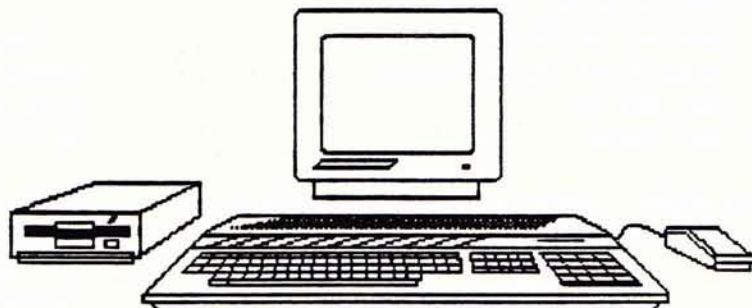
changing the "fill-point" ...

The Font Editor

I haven't had any opportunity to try out the editor but changing the fill point is easy. Load the font editor, then pull down the file menu, and load the font. Under the edit menu, select the 'change cutoff point'. A display box will pop up, with the smallest fill size, and the smallest "thin bold". Change these values to whatever will work best for your printer, then save the font. And that should be it. (Of course, to do this, you must have a monochrome monitor. If you don't, and you need the points changed, send me a disk, and I can probably change them for you.) The default is set up for the 9-pin printers. I haven't experimented much yet, but, for the moment, I'm changing most of my cutoff points to four points smaller than the original, for the Epson LQ-1000.

Font Limitations

According to what I have been reading on Genie, the increasing number of available fonts is uncovering some new bugs in Publishing Partner. If you attempt to delete any font but the last one, garbage appears in the font display, and the system may crash. What the limit on the number of fonts loaded is, I'm not sure -- at the moment, I've seven fonts in, plus the two system fonts. Since there are some problems in this area, it's probably smart to follow two rules of thumb:



This is one of the images from Font Factor Clip Art Disk #1, printed at 100%.

FROM THE DESKTOP (cont.)

1) Make sure the Configuration file only loads in those fonts you want for every document (click the font selection right after loading to see what is there. If there are extra fonts, delete them, then save the Configuration.)

2) Try and determine which fonts you want to use before starting the document, then load only those.

Shading the Picture

Last month, I mentioned that the hi-res pictures were apparently imported to Publishing Partner at 75 dots per inch. However, in response to my query, posted on Genie, Mr. Kazmeier said that the pictures were imported at 77 dpi. Ouch! What that resolution means, is that it will be difficult to get good output with shaded clip-art at any size or on any printer (except maybe the 1000 dpi + big printers used by professional printers). A picture is sized in Publishing Partner by a percentage. Now try multiplying 77 by any percentage between 1 and a 100 (no fractions). There is no size at which 77 dots can be evenly printed out by either a 300 dpi (most low-end laser printers) or 180 dpi (24-pin printers).

Conclusion? Avoid areas of fill patterns if possible, play around with sizing to discover which gives the best results on a printer, and hope that Version 2 will allow sizing by dots per inch! (I put the suggestion on Genie.)



1930, HARRY C. EISENHUT

Personal Publishing

If you're looking for information on desktop publishing in general, the *Personal Publishing* magazine may be a good place to start. It is one of two magazines on this subject that I know of. I prefer it over *Publish!* for several reasons. It seems geared more to the average user, and is printed on a 300 dpi printer, so as to give the reader a better idea what can be accomplished on equipment most likely to be available. Most importantly, for us Atari owners, the editors state their intention to be open to products for all machines, rather than a seemingly exclusive focus on Macintosh and IBM. In the two issues I've read so far, there hasn't been an article directly concerning the ST, but there have been two ads to sell ST systems! So this is the magazine I recommend. In particular, the July magazine (if you can still find it), is filled with information usable to any would-be d.p. user.

A Place to Print

As I have time, I hope to look for printers in the area that can accept Postscript files over a modem for printout on laser printers. There is at least one place -- if you can afford it.

Typeline, in Teaneck, advertises in *Personal Publishing*, and I received some information from them several days ago. They charge \$8.00 for 8.5x11, and \$11.00 for a page larger than that, up to 11x17. Files can be uploaded at 1200 baud using Xmodem. (There is no charge for the uploading itself.) The file is output on a Laser Setter as 1270 dpi. The finished product can be picked up at the facility, or mailed for an extra charge. If anyone is interested in more information, you can call Typeline at 837-9839. And I will try and have some copies of the information available at the meeting.

A Place to End

Version 2 may be out by fall. As of the last message from Deron Kazmeier, he hopes to have the new version out by the end of September. As of the end of June, he had coded the following:

- multiple windows
- no redraws when selecting objects or changing modes in the toolbox
- moveable toolbox
- select multiple objects

The new version of the Postscript driver was, as of early July, so full of bugs as to make the author's 'head swim'. So, if you're planning on trying Postscript uploads to other machines, stick with Helvetica, Times and Courier -- these fonts appear to be available on most PS printers.

Anyone planning on buying the Atari laser printer, slated to be out any month now?

See you in September!

JK



This is from DISNEY_2.TNY, a pd clip-art file, printed at 83%. You may be able to notice a striped effect in the background, caused by trying to print the picture at about 93.9 dots per inch with a 180 dpi printer. The image to the left is taken from a series of trademark files. The images were scanned using Computereyes.

C from Pascal and Basic

by Donald Forbes - JACS

You just bought a new ST, and are looking at the C compiler. But how do you translate all your Pascal and Basic programs into C?

Why would you want to translate your programs from one language to another? There are three good reasons.

The first one is maintainability. A program written in an unstructured language like BASIC is difficult to maintain or enhance.

The second is speed and efficiency. C is an efficient language. C was invented and first implemented by Dennis Ritchie fifteen years ago on a DEC PDP-11 that used the UNIX operating system. Framework and dBASE III were written in C. In fact, AT&T's UNIX operating system was written in C. C gives you access to the bits and bytes, and to memory addresses via pointers. In short, C is a systems programmer's language.

The third reason is practicality. You may see useful programs written in another language, but want to create your own version and use your own compiler.

BASIC and Pascal are two completely opposite languages. Pascal is structured and similar to C. BASIC is unstructured and has virtually no similarities to C.

PASCAL TO C

The similarities between Pascal and C make it possible to write a computer program (in C, of course) to do many one-to-one translations. Then some simple editing of the output may give you a finished product. If you want such a program, you will find it on page 272 of *Advanced C* by Herbert Schildt (Osborne McGraw-Hill 1986 p. 343 \$20).

With this translator program, you can input a Pascal program like this:

```
program test (input, output);
procedure tom (x: integer);

begin writeln(x*2); end;
function ken (w: real): real;
begin if w=100 writeln('w is 100 inside ken');
ken:=w/3.1415; end;
begin writeln('hello there');
tom(25); writeln(ken(10));
end.
```

The translator will then give you this pseudo-C output:

```
test ( input , output ) ;
tom ( x : int ) ;
{ printf ( x * 2 ) ; } ;
ken ( w : float ) : float ;
{ if w = 100 printf ( " w is 100 inside ken " ) ;
ken = w / 3.1415; } ;
{ printf ( " hello there " ) ;
tom ( 25 ) ;
printf ( ken ( 10 ) ) ; }
```

The reason the program works at all is that Pascal and C have similarities such as the use of control structures and stand-alone subroutines with local variables. This way you can do many one-to-one translations.

Pascal and C have three major differences.

Pascal is more restrictive and limited. You do not write system code in Pascal because memory addresses cannot be loaded into pointers, as in C. Pascal does not perform type conversions for you.

Pascal is formally block structured (you create logically connected units of code that are referenced together) but C is not. Pascal lets you create procedures that have other procedures nested inside them. C does not let you define a function inside another function.

The second difference deals with forward references. In Pascal you must declare all your variables, functions and procedures before you use them. In C you must declare all your variables before you use them, but forward references to functions are used all the time.

The third difference is that Pascal does not let you do separate compilations. On the other hand, separate compilation is C's strong point.

Pascal has many keywords, but C has only 32. Some (like else, for, goto, if, and while) are the same. Some are similar, such as begin & {, end & }, case & switch, not & !, or and !!, and repeat & do. In some cases C uses operators where Pascal uses keywords.

Most programs are built around control loops. Pascal has three of them: for, while, and repeat-until. C has matching copies.

A FOR loop in Pascal like this

```
for x:=10 to 100 do writeln(x);
```

would look like this in C:

```
for(x=10;x<=100;++x) printf("Zd\n",x);
```

This Pascal WHILE loop

```
while x<5 do begin writeln(x);read(x);end;
```

would look like this in C:

```
while(x<5){printf("Zd\n",x);x=getnum();}
```

This Pascal REPEAT loop

```
repeat read(x);writeln(x);until x>5;
```

would look like this in C:

```
do(x=getnum();printf("Zd\n",x));while(x<=5);
```

You should be aware that Pascal and C both access disk files differently, so you will have to hand code that part of the process.

The Pascal-to-C translation program will save you a lot of typing, but you will still have to edit the output a line at a time before you input the text to your C compiler.

BASIC TO C

BASIC to C is another story. You will end up rewriting the program in C using the BASIC version as a guide.

In the first place, BASIC is not a structured language. It does not have a complete set of control structures. It does not have stand-alone subroutines with local variables. You have know both BASIC and C to get the job done.

Here is how a BASIC loop

```
10 FOR I=1 TO 100
20 PRINT I
30 NEXT
```

would appear in C:

```
for(x=1; x<=100; ++x) printf("Zd\n",x);
```

This BASIC loop, in which the control variable could be modified,

```
10 FOR COUNT=10 TO 0 STEP -1
20 INPUT A
30 PRINT A*COUNT
40 IF A=100 THEN COUNT = 0
50 NEXT
```

would look like this in C:

```
for(count=10; count>0; --count) {
a=getnum();printf("Zd\n",a*count);
if(a==100) break; }
```

This BASIC loop executes at least once

```
10 S=S+1
20 Q=S/3.145
30 PRINT Q;
40 IF S <100 THEN GOTO 10
```

and thus requires a do/while construct in C.

```
do {s++; q=s/3.1415;printf("Zf ",q);}
while(s<100);
```

This loop with an initial loop test

```
10 A=1
20 IF A>100 THEN GOTO 80
30 PRINT A
40 INPUT B
50 A=A+B
60 GOTO 20
80 PRINT "DONE"
```

requires this code in C:

```
a=1;
while(a<=100){printf("Zd\n",a);
b=getnum();a=a+b;}printf("done");
```

When you convert an if/then/else statement from BASIC then you jump if the IF is true.

```
12 IF T<100 THEN GOTO 50
13 Y=W
14 T=10
15 INPUT A$
.
50 REM RESUME DISK READS
```

In C, you don't.

```
if(t>=100){y=w;t=10;gets(a);}
/* resume disk reads */
```

Your GOSUB routines in BASIC

```
10 A=10
20 B=20
30 GOSUB 100
40 PRINT A,B
50 C=20
60 D=30
70 GOSUB 200
```


Tom Pazel - JACS

```
80 PRINT C,D
90 END
100 A=A*B
110 B=A/B
120 RETURN
200 C=C*D
210 D=C/D
220 RETURN
```

will become a single function with parameters

```
main() {int a,b,c,d;
a=10; b=20;f1(&a,&b);
printf("Zd Zd\n",a,b,);
c=20; d=30;f1(&c,&d);
printf("Zd Zd\n",c,d);}
f1(x,y) int *x,*y;
{*x=*x*(y);*y=*x/*y;}
```

Your global variables in BASIC

```
10 INPUT A,B
20 GOSUB 100
30 PRINT C12
40 END
100 C12=A*B
110 C12=C12/0.142
120 RETURN
```

should be changed in C to local variables

```
main() {scanf("ZfZf",a,b);
printf("Zf",f1(a,b));}
float f1(a,b) float a,b;
{float c12; c12=a*b; c12/=0.142; return c12;}
```

If you plan to do any serious work in C, you may want to get copies of Herbert Schildt's other books. They are eminently readable, and he knows his subject. You can get C: The Complete Reference (Osborne McGraw-Hill 1987) with 740 pages for \$25.

If you are interested in artificial intelligence, there is fascinating discussion in chapter 22 on page 571 that you will enjoy reading about. But that is another story...

If you hate typing more than you love money, you can also get the source code for all the programs in both these books by writing him at RR 1, Box 130, Mahomet, IL 61835 or calling him at 217/586-4021.

For those of you who noticed (and even those who didn't), my column was missing last month. I feel I must apologize for this. My main "problem" with writing this column is finding the time in which to do it, and unfortunately, I was extremely lacking in that commodity last month. It shouldn't happen again.

Anyway, what I absolutely MUST mention this time 'round involves EVERYBODY (at least, those of you who attend the meetings). From all indications, it appears the JACS is suffering from a case of apathy. Now, before anybody jumps down my throat about this, let me say that I understand that this is the time of year for people to be on vacation, relaxing and enjoying the outdoors. I fully agree with this philosophy and am guilty of it myself. I mean, let's face it folks, there ARE other things in this world to be enjoyed and discovered besides Atari computers. Without dragging my point out any further, let me sum up what I'm trying to say here. Summer is traditionally a "slow" time of year for clubs such as ours. It is to be expected. However, I feel I must urge all members to sit back and think about how much THEY have contributed to this organization. Do you feel comfortable about it? Couldn't you find some time to help out, write an occasional column, do a demo? Let me reiterate something: No matter whether you have 5 years or 5 weeks of experience with our beloved machines, you CAN contribute to this club! I strongly urge you to do so. Remember, people, WITHOUT YOU, THERE IS NO JACS.

As best as I can tell, still no show (in this neck of the woods, anyway) on the new Atari products. I've heard tell that the devices in question are NOT vaporware and are being shipped, at least in the western part of the country. I must let my personal feelings spill out here a bit and say that this is the first time that I've been truly ANXIOUS to purchase an Atari product. I bought my 400/800 computer with little (if any) research and was obviously very happy with what I got. My 130XE and two highly reliable (only 1 failure from both of 'em in almost 5 years) 810 drives attest to the fact that I use and swear by Atari equipment. The XEP-80 has really got me going, however, as I can almost taste ownership. Details on this as they happen.

Let me take this opportunity to wish everyone an enjoyable rest of the summer. As the song goes, "See you in September".



NOISE from NOYES

D. B. Noyes - JACB

ICD's MULTI I/O BOARD or A MIXED REVIEW

A couple of months ago, needing a printer buffer, I bought ICD's recently released product, the MULTI I/O BOARD (From henceforth to be referred to in this article as the MIO Board) for \$199.95 (the LIST price. Although a buffer (or "spooler" as referred to by ICD) is only one of the five features, I felt that the additional investment was worth it.

The five features are as follows:

- 1) 256K Randisk with the ability of switching physical and virtual drive designations.
- 2) Parallel printer interface (similar to the ATARI 850 in function, but with P1: or P2: as options).
- 3) Serial printer/modem interface (again 850-like RS-232 type).
- 4) Hard disk interface supporting up to eight SASI or SCSI 5 1/4" or 3 1/2" hard drives.
- 5) Printer spooler with a variable buffer of up to 255K.

As you can see I bought much more (and, of course, paid much more!) than a printer buffer. Until I purchased the MIO Board, I utilized a printer interface in my TRAK drives (with a 4K buffer), and a borrowed ATARI 850 as a modem interface. I didn't own any hard drives, and I use the internal randisk in my 256K 800XL. Thus, what I really was doing was adding a buffer ("spooler") and putting all of my "eggs in one basket".

I have to admit, things were looking up. My modem and associated software ran better than ever, and 1K additional memory was available. The randisk, and the ability to change drive designations around, was useful...and a lot of FUN. As mentioned, I don't have a hard drive...so I can't attest to the ability of the MIO Board in that area (although I was tempted to purchase a hard drive). So far, beautiful!

Well, what about the printer interface and the spooler? This is where the grief began. ATARIWRITER+ worked FAIRLY well with the spooler (by the way, that is the real reason I purchased the MIO Board...to use it with AM+ in editing this newsletter), however, If I wasn't

watching, it would repeat copies on occasion. But that was minor; the spooler did not work at all with ANY program of a database nature (such as SYNFILE+) and acted strangely with various graphics programs (including PRINTSHOP and our own Tom Pazel's PS Utilities). Further, it made no difference whether the spooler was engaged or not...even with a "OK" spooler...problems galore.

Now of course, my first thought was, either I have done something wrong, or my software is "buggy". I called ICD (the first of many direct, long distance calls, some in-person, some to their BBS). I was told that there was a problem with the code in their "chip" and that there were problem with using the MIO Board with SYNFILE+ (this was before I noticed problems with almost any software). I was assured a "fix" was in the works. Subsequent phone calls gave me added intelligence that 1) the "fix" was in the future (perhaps Buck Rogers can use it), and 2) that the problem was with a lot of software. I was further made aware of the fact that it was a "global" problem, in that if I exchanged my MIO Board for another, that I would continue to have the same problems.

Well, this brings up an interesting question. What about all of those glowing reviews in the ATARI-specific magazines? Especially the review by Matt Ratliff. If it is an across-the-board problem with the MIO Board...how did his all plus and no minus review come about? Was his trial of it cursory? I mean, we are talking a review in a major magazine of an EXPENSIVE product. I EXPECT objectivity and thoroughness (not to mention, honesty), in a review that can potentially create sales. I will be sure to send Mr. Ratliff a complementary copy of this Newsletter article, in fact, I'll even send him the entire Newsletter!

I developed my own "fix" to the problem (and based on selling [not list] price, probably lost a bit); the fix was simple, no wiring or hardware modifications were necessary. No more suspense, if you own a 256K MIO Board with similar problems, and don't want to wait for the ICD "fix", here is what I did: I exchanged the MIO Board with ICD for the SPARTADOS Construction Set, The R-Time 8 Cartridge, the US Doubler, and a P:R: Connection. Perhaps you may even be able to negotiate an even better settlement!

Please understand, this is not an "Anti-ICD" article. The fact that I now possess and use the other ICD products should attest to that. Further, when I mentioned an exchange, Tom Harker of ICD was more than cooperative. I wish ICD nothing but success in the future. They have been a good supporter of ATARI and ATARI users. Hopefully the MIO Board will eventually reach its full advertised and claimed potential. I just wanted to assess it honestly.

221B BAKER STREET

DataSoft/IntelliCreations
19808 Nordhoff Place
Chatsworth, CA 91311
(818)886-5922
LIST PRICE: \$34.95

Review By Steve Godun

My first impression of 221B Baker Street, after glancing over the packaging, was but one word: CLUE. This game reminds me so much of the game Clue ((C) Parker Bros.) that I was willing to spend the \$35 for it. 221B Baker Street is really a board game of the same name converted to computer, but somehow CLUE became more popular on family tables than 221B Baker Street did.

For those unfortunate few who have never played 221B Baker Street (the board game, that is), let me give you a brief overview. You play the role of a detective trying to solve cases ranging from simply (?) decoding a message to outright murder (or was it suicide?), while other players try to do the same before you do. Rolling a die allows you to move among the buildings and streets of England searching for clues. Nobody is going to jump out and start shooting at you, or try to get you to stand on a trap door, or anything else of the sort. With the obvious exception of the cases to be solved, this is a non-violent game.

Anyway, back to the computer version. Up to 4 players - or you can work on teams, if you like - compete to solve one of thirty crimes included on side 2 of the disk. Players/Teams can choose to don the appearance of the infamous Sherlock Holmes, Doctor Watson, Inspector Lestrade, or Irene Adler. Clues, found in the various establishments ranging from a Pawn Shop to Scotland Yard itself, can be placed under secret codes so that only the team that knows how to decode it will get the clue (this is optional; you can also have uncoded clues). Rolling the "die" (accomplished by holding down the SPACE BAR or the joystick button) allows your joystick-controlled detective to move from 1 to 6 "spaces" on the screen. The entire game board is represented (in excellent graphics) in a three-quarter overhead view. Not exactly true 3-D because your player can't actually disappear and reappear behind a building, but impressive nonetheless. And if you get lost, a map is instantly available with the tap of a key.

Clues are given out in parts, so it might take three or four clues to get, for example, the name of the killer. A little logic can spare you the extra clue-getting, since solving the crime in as little clues as possible will get you a higher rating.

The game disk also comes with a Case Book, containing

a short background history on each of the 30 cases. In order to understand what's going on in the game, you have to read the case history that goes along with the game you'll be playing. Each case history is short - usually no more than 5 paragraphs.

A somewhat unexpected treat is speech synthesis. It is very clear and is used throughout the game. For example, when the game begins you hear Holmes say "The game is afoot!" Entering the Carriage Depot brings in the clop-clop of horseshoes against cobblestone streets and the neigh of the horses. And an owl makes his usual sounds in the Park.

Almost all of the cases are very simple to solve. I would consider the age group for this game to be 10-14. Some of the cases are more difficult to solve than others, especially when multiple players are involved. Anyone who has had an interest in computer adventuring but found most adventures like the Ultima series or Infocom games will probably get a longer shelf life out of this one than the dedicated Infocom player (like me). It took me an average of 10 minutes each to solve the first 5 cases, and after that I shelved it. But remember, I'm an Infocom/Ultima person, so I have quite a bit of experience. Lending the disk to a friend who has just started adventure gaming proved my theory - he took on the first few cases and fell in love with it (I wish he'd give my disk back though - it's been a week!). This is definitely a family game (have mom, dad, and Junior all join in).

Still, no game is perfect. My biggest disappointment to the game is its one-player mode. No computer opponent shows up on the game board - it's just you and your joystick. It wouldn't be so bad, except that you still have to roll the die to move. That gets a little frustrating after a little while, but you get used to it.

The only other complaint I have is disk access. Every time you enter or exit a building, the disk starts to spin. I would have preferred use of the 130XE's extra RAM to hold some of the data. Still, if you have a quiet drive it's no big problem.

Can I recommend this game? Yes. To whom? Anyone just starting out adventure gaming, those who find other adventures too difficult, and for younger gamers looking for a "grown-up" game. Excellent graphics, pleasant animation, clever, clear speech synthesis, and a non-violent theme makes this game a winner.

TREASURER'S REPORT - 6/87

S. Vandenberg -Treasurer- JACS

Starting Balance 6/1/87 \$ 2488.82

Income	1638.52
Expenses	831.25

Ending Balance 6/30/87 \$ 3296.09

BETA TEST

Walt Drummond - JACG

As I sat at my trusty 800XL, typing in the results of the beta test I had just concluded on one of the J.A.C.G library disks, I thought that it might make the basis for an article, or a series of articles for the Newsletter. While the column "PDG", now written by Doug Van Hook, does a terrific job in covering the library disks, he to concentrates on the "Disk of the Month".

I thought that this could be an adjunct to his efforts, in that I will just give a short description of EVERY file on a particular disk each month. As I do the beta testing of each disk that I get from Sam Cory, I get a good understanding of each program, and how they operate. And, since I have to write up a short report on each of them, why not?

If any of the other "Beta Testers" would like to write up an article on the disks they work on, I'm sure that Dave Noyes would be glad to print it. We could print them all under this heading. How about it?

So, with out further ado...

J.A.C.G. Library disk #59

Disk #59 has four graphics demos and/or games on it. The graphics demos are high level. Some of them appeared at one of the C.E.S shows a couple of years ago. All of the files are of the binary program type, and must be loaded from DOS, or from Tom Pazels J.A.C.G Menu.

ROBTSHP.EXE

A demo of the graphics capabilities of the 8-bit Atari computers. First is a Robot walking toward you, and second is a space ship blasting thru space. Both have incredible detail and highlights.

TRACKS.OBJ

A game in which you switch track blocks around to keep the catapillar from hitting an obstruction. Three levels with two difficulty levels each. A very fast paced game.

BALLSONG.OBJ

A demo of sound and 3-D graphics. Interesting.

PASSION.OBJ

My favorite on this disk. This is a graphics treatment of a catchy tune, with words so you can sing along. Very nicely done!!

BETA TEST

Walt Drummond - JACG

J.A.C.G Library Disk #33A

This installment covers the J.A.C.G Library disk #33A. This disk contains a complete package of programs and subroutines to create and use shape tables in Basic programs. Shape tables are a series of instructions to move the graphics cursor and plot points. Each instruction includes the position and color information of the plotted point.

Shape table implementation is very fast, because the routine makes direct calls to the CIO utility of the operating system.

Included on the disk are the SHAPTAB saved subroutine, and a SHAPTAB.LST listed copy of the same subroutine. Also included are an editor program to create your own shape tables, and a complete set of documentation for the use of the editor and the subroutines.

For your enjoyment, there are also two sample programs with their own shape tables. There is a little work involved in using the demo programs. First, you must LOAD either "DEMG9.DSK" or "ATARI3D.DSK" and then ENTER "SHAPTAB.LST" to create a complete program. Make sure that "DEMG9.SHP" and "ATARI3D.SHP" (the shape tables) are on the disk. Then just type RUN to see a short demo of what a shape table can do.

The docs are well written and quite extensive, but I've come to expect this from a M.A.C.E program. There is a short SPECIAL NOTICE at the beginning of SHAPTAB.DOC, but as it is dated February 24, 1983, I think we can ignore it now.

On the disk is the routine to create a shape table and save it to cassette (why?). And the routine to get the table from tape into the graphics program. All I can say is that they are there if you need them.

All the programs loaded correctly, and I had no trouble with any of the files. For what ever it's worth, this disk gets my stamp of approval.

Ix NOTICE of COPYRIGHT VIOLATION

EasyPlex

Date: 11-Jul-87 10:50 EDT
From: Clayton Walnum (ANALOG)
Subj: D.F.Scott article

In your Z-Mag 59 you have an article authored by D.F.Scott. That article came from a past issue of ST-Log and is copyrighted by ANALOG Publishing.

The BBS you got it from is also in violation of our copyrights. Please remove the article from the databases and anywhere else you've made it available. Though we allow our programs to be fairly freely distributed, we do not do the same with the magazine's text. We are, after all, in the business of selling magazines. Thanks for your attention to this matter.

Clayton Walnum
Technical Editor

EasyPlex
Date: 11-Jul-87 21:51 EDT
From: Clayton Walnum (ANALOG)
Reply to: D.F.Scott article

Okay, print something about it in the next issue, and along with it, I'd appreciate it if you'd include a sort of "warning" to other BBS and newsletters that, just because we put some of the articles in the databases on Delphi, doesn't mean they should treat the material as if it were public domain. It's most definitely not.

Keep up the good work.

---Clay

REPLY

From: Ron Kovacs [Zmag]

Well, As you can all read we have violated a copyright of Analog Publications. The issue in violation is ZMAG59. I will re-edit that issue and remove the DF Scott article. If your system is carrying old issues of ZMAG, Please remove

issue 59 from your database and look for the re-editted issue on the Zmag BBS and CompuServe shortly.

I must stress that if you send in any article to ZMAG, Please make sure it is not copyright any publication and it must have reprint approval.

I find this most embarrassing as I get a number of articles each week for consideration.

I will now research each article received and print the name of the person who sent the article in along with the author.

This notice will be printed in ZMAG62, ZMAG63.

Although we are a free publication, we are still bound to copyright laws. Please help us out by honoring copyrights.

Thank you for your assistance.

Ron Kovacs
Publisher/Editor
Zmagazine New Jersey

Copyrighted Text

Leo Newman

In reference to the recent copyright violation I would like to apologize to both ZMAG and Analog Magazine. It was never my intention to have a text file posted on my BBS that infringed on anyone's copyright. Since I run a purely Public Domain BBS (much to the dismay of pirates in my area) I have always supported all copyrights on my BBS and will continue to do so in the future.

I would like to point out to Mr. Walnum that I, like most SysOps, have various text files, as well as numerous programs, uploaded to our boards. In the past, I have always checked checked all software thoroughly to see if it is copyrighted software of a commercial type, and if that were the case, I never posted the program on my board, and will never as long as it is possible for me to determine if it is pirated software. As for text files, that brings up another point, however. Seldom does anyone who has captured or typed in text articles ever include any type of copyright notice. Since I have no way of knowing which articles are copyrighted, it is highly possible to inadvertently post a text file which is copyrighted.

Of course, even in view of this fact, it is still not my intention to post any copyrighted text file which will infringe on copyrights. I have always been a big supporter of Analog magazine because of its policy of releasing their programs to the Public in the month that the magazine was printed for. I have even gone to the extreme of writing articles which have been published in newsletters, W*ACE of Wichita, Ks and ACE of Eugene, just to mention two. These articles dealt with supporting Analog magazine and criticizing ANTIC magazine because of it's software copyright policy.

While I do feel that Mr. Walnum does have a right to protect his copyrighted text, I feel that Analog magazine and Mr. Walnum could have handled the situation better. In doing so they would not have embarrassed publicly the Editors of ZMAG, especially since the article in question was not posted intentionally to infringe upon their copyright. I doubt that you will find very many sysops who have enough time or a large enough library of magazines to validate, for copyright infringement, each and every article which is uploaded to them. I would think that should this happen again, and I am sure that it will, Mr. Walnum and Analog should simply advise ZMAG of the infringement, if it did infringe on their text. And, that they should contact the BBS in question (which in this case was mine) and tell them that the text file was a copyrighted file. ▶

If I had known that the file was a text file from the magazine, I would not have posted it on my board, simple as that. I have, in the past, always tried to make sure that I did not post ANTIC programs on my board because of their copyright policy. Now I am in the process of removing all Analog software from my board. I will no longer post their programs or promote their magazine on my system. This is not done in retaliation due to the above problem, but more so to protect myself from any future change of heart by Analog in regards to their software.

I am a software producer myself, as many of you may know, the Oasis BBS System. I would like to point out to Mr. Walnum that this software product, even though currently one of the most popular BBS programs for the 8-bit Atari, has not been reviewed in his magazine nor in Antic. I am not now nor will I ever be an advertiser in either magazine, mainly because, unlike my competition, I do not charge \$40 or \$70 for the software, but only \$15.00, which I am sure Mr. Walnum would realize could not support the advertising charge of his magazine.

Even though I will not advertise because of cost, I feel that Analog and ANTIC both owe me the courtesy of reviewing the software in their magazines. This is something that ZMAG has done on 2 different occasions. Further, there have been reviews in numerous user group newsletters.

Mr. Walnum, again, my apologies for any problem that it may have caused you for that article being posted on my BBS, the HELP BBS in Wichita, Ks., (316)-683-7514. I can only say that I will attempt to be more selective in the text files which I post on my board.

Editorial comment:

1) I edited Mr. Newman's response in the interest of readability.

2) Although I agree with the position of ANALOG and Mr. Walnum (after all, it IS the legal position), I am also a realist. To think that the posting of a copyrighted ANALOG text file on a BBS would affect the sale of magazines, and the profitability of ANALOG (in a negative way)...C'mon folks!

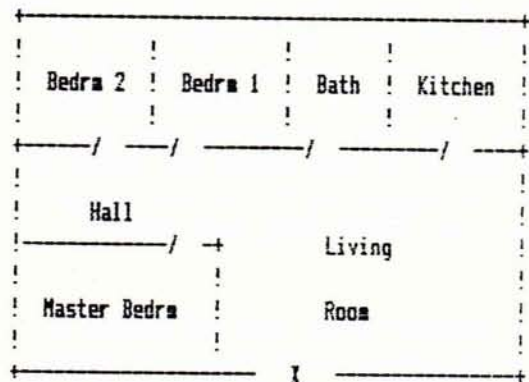
AI Keys to Los Angeles

by Donald Forbes - JACS

You are headed for Los Angeles for an Artificial Intelligence meeting to deliver a talk on Effective Search Techniques, which ought to be a hit because searching is to AI what sorting is to data processing.

You are on the way to the airport and about to start the car when, HOLY MOSES, you discover YOUR KEYS ARE MISSING!!!

The keys must be in the house. But where?



You are standing at X, the front door. Where are your keys? As an AI expert, you realize that the most important first step is to develop an efficient search technique.

You take out your trusty Toshiba portable and call up your search program (written, of course, in C). You cannot afford to make an exhaustive search. This would violate everything that you propose to discuss in your talk in Los Angeles.

Exhaustive searches are extremely inefficient. The reason: what researchers in AI refer to as the combinatoric explosion. If you had a card deck, and placed one card on the table, you could arrange it in 1 way. If you had two cards, you could arrange them in 1×2 ways, or 2 ways. Three cards would give $1 \times 2 \times 3$ ways, or 6 ways. Six cards gives 720 ways. The whole deck (52 cards) gives you 8.0658170 followed by 60 zeros. (This number is 52 factorial, according to my Hewlett Packard 15C calculator.)

As you can see, exhaustive searches are not economical. So let us start with a tree search.



Our Toshiba now prints out the search path: Living Rm to Hall to BR1 back to Hall to BR2 back to Hall to M BR back to Hall back to Living Room to Kitchen where, EUREKA, we find the keys.

We start at the root of the tree (which happens to be at the top) and then search each leftmost branch in turn until we come to a node that ends a path (known as a terminal node) and then backtrack to the next branch.

In AI jargon, the house becomes the SEARCH SPACE (the set of all nodes). Each room in the house becomes a NODE (a discrete point and a possible goal). The kitchen, in this case, turns out to be the GOAL (the node that is the object of the search). Your steps through the house become the SOLUTION PATH (the directed graph of the nodes visited that lead to the solution). The bedrooms and the bath lead nowhere and therefore become TERMINAL NODES (nodes that end a path).

An exhaustive search would have examined all nodes. In this case our search ended at the kitchen, and we did not have to search the bath. But in large scale computer searches, the brute-force technique of exhaustive search soaks up too much time and too much of our computing resources.

Now that you found your keys you head for the airport and the counter for Macirema Airlines. Your brother-in-law works for them, and you have a 50% discount ticket. You ask for a direct flight to Los Angeles, and the surprised clerk says: "But we have NO direct flights to Los Angeles!"

"Well, how do I get to Los Angeles on Macirema?"

They hand you a card listing all their flights:

		Miles
New York	to Chicago	1000
Chicago	to Denver	1000
New York	to Toronto	800
New York	to Denver	1900
Toronto	to Calgary	1500
Toronto	to Los Angeles	1800
Toronto	to Chicago	500
Denver	to Urbana	1000
Houston	to Los Angeles	1500
Denver	to Los Angeles	1000

Here is a tree version of Macirema's flight schedule.



So how do you get to Los Angeles? Not to worry. You have your trusty Toshiba with all your AI search programs on disk in C.

There are several ways to search for a solution. The most important, and the most common, are:

BLIND

Depth-first searches
Breadth-first searches

RULE-OF-THUMB

Hill-climbing searches
Least-cost searches

Which one to pick? We can try them one at a time.

Let us try the depth-first search. Here we explore each possible path to its conclusion (or goal) before another path is tried. As we did in the key search, we start with the leftmost branch and pursue it to the end. We start with New York - Chicago - Denver - Los Angeles. Total distance: 3000 miles. Success! Depth-first searching succeeded in finding a solution on the first try and with no backtracking.

Of course, this was not the OPTIMAL solution. For that, we would have to traverse all the branches to their ending nodes.

The disadvantage of depth-first searches is that you get poor results if you have a long branch with no solution at the end. Then you have to waste considerable time backtracking toward your goal.

How about the number two method? Would breadth-first searching give us a better answer?

Breadth-first searching involves going down one level and examining (left to right) all nodes one level down from the start.

The first layer down gives us Chicago, Toronto and Denver. The second layer down gives us a useless route Chicago to Denver, and then a solution: New York to Toronto to Los Angeles. Total distance: 2600 miles (which just so happens to be the optimal solution).

The depth-first and breadth-first searches, as you can see, are radically different. Both guarantee you a solution (if one exists) because eventually they degenerate into an exhaustive search.

The disadvantage of the breadth-first search soon becomes obvious if the goal is several layers deep -- a lot of effort is needed to find it.

Which method to choose requires you to make an educated guess as to where the goal is most likely to be found.

Both of these methods are blind searches. You keep going from node to node until you find an answer. Which is fine if you have some idea where the goal is to be found. But as a general method, there is a better way.

The better way is to add rule-of-thumb information to speed the search. In AI jargon, rule-of-thumb translates into "heuristics."

If you are lost in the woods and need a drink of water, you would be crazy to start climbing to higher ground. Water flows downhill, and that is the direction you would instinctively choose.

Heuristic search methods use the same technique. You try to maximize or minimize some aspect of the problem.

On your flight to Los Angeles, remember that you have two choices: (1) do you want the fewest connections? or (2) do you want the shortest route?

Here we will choose the fewest connections. Which means that we will use the third search method, a hill-climbing search. If you are halfway up a mountain looking for your camp at the top, you will know that every step upward is a step in the right direction.

In this case we will search the nodes looking in each case for the node that is farthest from the starting point (in the hopes that it will put us closer to our destination at Los Angeles).

In our case, the first layer gave us Denver as the farthest from New York, and the next layer gave us Los Angeles, our destination. Total distance: 2900 miles, which is not bad. The route had only one stop on the way and is not much longer than the shortest route. Best of all, we found a solution without having to waste time on extensive backtracking.

This turned out to be a good solution because there was a connection from Denver to Los Angeles. If that were lacking, then we would have ended up with a route from New York to Denver to Houston to Los Angeles for a distance of 4900 miles. In AI jargon, this solution "climbs a false peak."

Hill-climbing has three major disadvantages. If you hit a false peak, you have to do extensive backtracking. You can run into "plateaus" where all nodes seem equally good or bad, so that you hill-climbing is no better than depth-first searching. Thirdly, you may run into a "ridge" and backtracking may cause you to cross the ridge many times.

In spite of the disadvantages, hill-climbing is still better than blind depth-first or breadth-first searches.

The opposite of the hill-climbing search (which minimized the number of connections) is the least-cost search (which will minimize the number of miles).

The analogy for the least-cost search is when you stand in the middle of the street on a big hill wearing roller skates — it is a lot easier to go down than up.

The least-cost search takes you to Toronto, and from there to Los Angeles. Total distance: 2600 miles, which also turns out to be the shortest route.

The least-cost search has the same disadvantages as the hill-climbing search, except in reverse. Instead, you have false valleys, lowlands, and gorges.

All in all, rule-of-thumb searches are likely to give you better results than blind searches.

So far we have looked only at single solutions. But suppose that you needed multiple solutions? Suppose, for example, that you had several companions but none were to be allowed to share the same flight?

This is not the same problem as finding ALL solutions, because that again involves an exhaustive search.

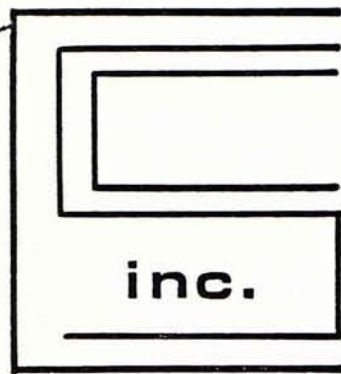
Two favorite methods of finding multiple solutions are: (1) path removal, and (2) node removal.

Path removal takes out of the database all those nodes that provide a current solution, and then tries to find another solution. Path removal gets you to Los Angeles three ways: New York to Chicago to Denver to LA (for 3000 miles); New York to Toronto to LA (for 2600 miles); and NY to Denver to LA (for 2900 miles). It so happens that these are the three best solutions.

Node removal works by taking out the last node in the current solution path and trying again. This time you end up with three solutions: New York to Chicago to Denver to LA (for 3000 miles); NY to Chicago to Denver to Houston to LA (for 5000 miles); and NY to Toronto to LA (for 2600 miles). Here we found the best solution and also the worst.

Once you are back from giving your talk in Los Angeles and want to try out the searches on your computer in C, you can find them all in a new (1987) 740-page book called C: The Complete Reference (Osborne McGraw-Hill \$25) by a software consultant, Herbert Schildt. (If you don't want to type out the code, call him (217/586-4021) or write: RR 1, Box 130, Mahomet IL 61835.)

He has also written a brand new book on Artificial Intelligence Using C — but it is about time to do the dishes...put out the garbage...and go to bed...so I will save that story for another time...



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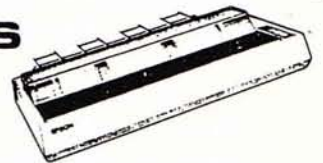
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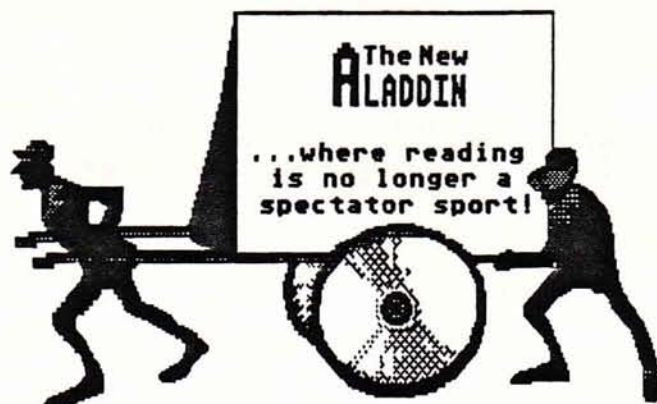
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Writing For The JACG Newsletter

Articles should be submitted to the Editor by the 28th of the month for inclusion in the next issue. Submissions preferred on disk using Atariwriter. Use paragraph indentation marker (CTRL-P) if possible. Other file structures are acceptable as long as they are not in DOS 3. Do not insert special printer control codes unless absolutely needed. All formats will be considered, including hand written documents and transfer via modem, if first arranged with the Editor.

We encourage everyone to express his/her thoughts, knowledge and opinions as often as possible. Writing will be modified at the discretion of the Editor. No piece will be knowingly altered out of original context or intent.

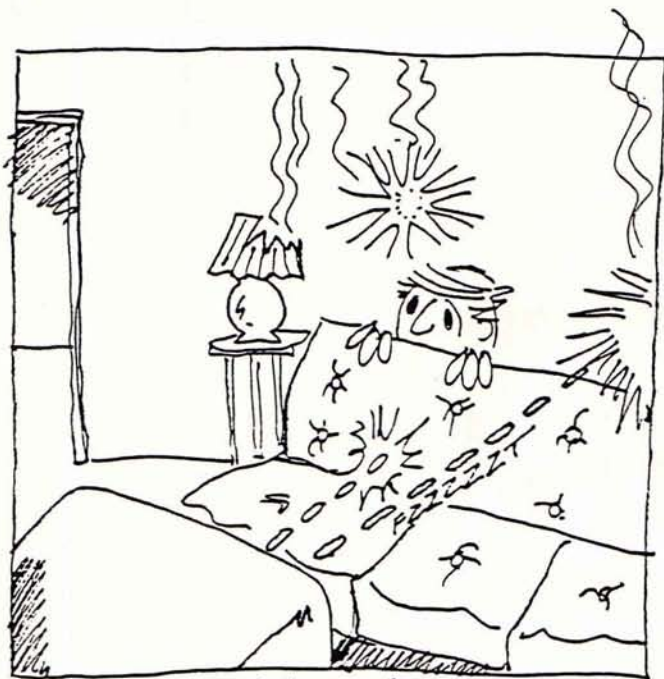
If you want to read the latest Atari news and reviews, download YOUR copy of Zmag from the Syndicate BBS in Middlesex, New Jersey (phone (201)968-8148), or the JACG BBS in Roselle, New Jersey (phone (201)298-0161). Also available now are the current issues of the monthly Zmag ST Report!



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(Do The Work For You)

G. Gorski - JACG

Sit back, relax, and earn extra money, by letting the JACG sell your ORIGINAL software. For one reason or another, we all buy software that just isn't right, has been outgrown, or is no longer needed.

The JACG will sell that software (maximum of 3 per month) at its' monthly meetings. All you have to do is to bring in the software and ORIGINAL documentation, clearly marked with: your name, member number, and the price you would like to sell it for!! For 20% of the sale price, the JACG will handle the sale for you, with no hassles. Please be sure to bring your software to the meeting early, so that it can be displayed at the flea market. This can be a wonderful way to get that much needed extra cash. If you need additional information please call, or drop me a line:

Gary Gorski
313 Sheridan Ave.
Roselle, NJ 07203
201-241-4554

Rules For Merchant Sales at JACG Meetings

Commercial Sellers Must Advertise

The JACG Executive Committee has adopted the following policy concerning commercial sales at any JACG official meeting. The effective date of implementation will be with the July 14th, 1984 meeting.

1. Any merchant selling or renting products, selling services, or in any way promoting same at JACG club meetings must have an advertisement in the current or previous month's issue of the JACG Newsletter, 1/4 page minimum.

2. The number of merchants shall be restricted to three per meeting unless special permission is granted by the President. Preference will be given to current advertisers.

3. Each merchant will occupy no more than one table space or its equivalent. The JACG does not guarantee availability of tables.

4. Merchants are responsible for the return of all furniture they use to its original location and to leave their area neat and clean before leaving.

5. Merchants will check with the Advertising Manager for permission to set up prior to the meeting to have their qualification confirmed.

6. Merchants may not sell during the official meeting and must cease sales and clean up within 15 minutes after the end of the official meeting.

7. Any merchant violating these rules will be not allowed to operate at JACG functions until compliance is assured through the JACG Executive Committee.

8. A merchant is any person, or group of persons, who operate as a regular full or part-time business for the purpose of profit.

The purpose of these operating rules is to insure non-violation of the Bell Laboratories use agreement which, if violated, could jeopardize JACG's use of the facilities. We appreciate your full cooperation in this matter. These rules do not apply to regular members selling their own second hand hardware or original software as outlined in the Flea Market Rules.



Remember, receiving the JACG Newsletter
is just one of the many benefits of being a
member of JACG.

MAIL TO:

Robert P. Mulhearn
8 Crescent Road
Pinebrook, NJ 07058

DUES:
US (inc. APO, FPO, etc.), Mexico and Canada - **\$25.00**
First class mailing of newsletter add \$6.00
Foreign memberships - **\$30.00** (U.S. CURRENCY)

JACG
MEMBERSHIP APPLICATION/RENEWAL
RENEWAL _____ NEW MEMBER _____ FORMER MEMBER _____

Name _____ Member # _____
Address _____
City/State/Country _____ ZIP: _____
Home Phone Number _____
Date _____ 1st CLASS MAIL _____ 3rd CLASS MAIL _____

=====
Membership Renewal
=====

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. Check the bottom right hand corner following "Last Issue:". This is the month/year when your membership expires. Try to renew at least one month early. This helps us keep our book keeping in order and avoids your missing any issues of the newsletter.

There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before our monthly meeting and present it with \$25 (in cash or check) to the Treasurer. Add \$6 for first class mailing of the newsletter.
2. Copy the information on your mailing label and send, with your remittance, to:

Robert P. Mulhearn
8 Crescent Road
Pinebrook, NJ 07058

>>>CHECK YOUR LABEL<<<
>>>TODAY!<<<

J A C G Newsletter Advertisements

RETAILERS - MANUFACTURERS - VENDORS

How would you like to reach a targeted audience of over 700 ATARI computer users? This newsletter has a press run of 800 per month, is read by members and non-members alike, and is sent to over 60 other ATARI User Groups across the U.S. and in several other countries.

Advertising is available on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter and editing or rejecting advertisements deemed unsuitable.

Advertising Rates

Full page (7-1/2 x 9) ... \$48.00
Half page \$25.00
Quarter page \$18.00

Discount rates available upon request.

NEW TO THE ATARI?
NEED A LITTLE HELP?
PRESS CTRL-CLEAR
SYSTEM RESET TO REBOOT
BOOT ERROR...
SET OPTIONS NOW
**MAYBE A JACG
BIG BROTHER CAN HELP**
**GIVE US A CALL
201-469-6190**

Contact: Gary Gorski
313 Sheridan Ave.
Roselle, NJ, 07203
(201) 241-4554



 # J A C G #
 # #
 # JERSEY ATARI COMPUTER GROUP #
 # #
 # 8 CRESCENT RD. #
 # #
 # PINE BROOK, NEW JERSEY 07058 #
 # #
 #####

 # BULK RATE #
 # U.S. POSTAGE #
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 # PERMIT #56 #
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SAN LEANDRO COMPUTER CLUB
 c/o SLCC NEWSLETT.EXCHG.
 P.O. BOX 1506
 SAN LEANDRO, CA 94577
 AUG87 Y

JACG NEWSLETTER - VOLUME 7, NUMBER 6

AUGUST 1987

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16-BIT

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SALES

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